

100 Odd and Unusual Magic Items for the Busy Game Master



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Welcome to **100 Odd and Unusual Magic Items for the Busy Game Master** – a list of items made in moments of fancy or amusement or just because it could be done; items made from eggs, children’s toys, bits of food, bones, candles, balloons, decks of cards, small creatures and other receptacles for interesting powers. Each piece in the list is a unique magic but can generally be repurposed for other activities or devices with some thought. An adventurer can use many items in the right situation to get an edge over a monster, trap, or other condition, even if the effect is generally seen as a joke. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world.

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most. Some of the items require attunement to be used. Others do not. Each item that needs attunement states this fact in the description.

Use this list to choose a random item by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player’s character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The Chew Rope of Animal Summoning is a worn-out animal's chew toy, frayed and smelling of years of being chewed and drooled upon by some person's pet.</p> <p>The holder of the rope can spit on it while concentrating on a beast of CR 1 or less; if there is one in the area, it will appear. At that point, the rope will attempt to cast animal friendship on it with a spell save DC of 12.</p>
2	<p>The Puppets of Animated Apparitions is a set of two marionettes dressed as fighters. They wear miniature suits of leather armor and carry miniature war maces in their hand.</p> <p>When an attuned wielder manipulates the puppets, two warriors appear (use thug stats) and are controlled by the wielder through the puppets' movements. It takes one full action to call forth the warriors. After that, the wielder uses future actions to control their movements and attacks in battle.</p>
3	<p>The Bag of Anything is a crudely woven burlap sack with a silver threaded silk drawstring keeping it securely closed. Once per day, the bag can be opened and shaken. A random item from the adventuring gear table will fall from the bag to the ground.</p>
4	<p>The Globe of Electricity is a one-foot-diameter pale green glass globe filled with neon gas. It is stored in a wool-lined pine box and has two thick wool gloves stored beside it.</p> <p>When attuned, the wielder can expend an action rubbing the globe with the gloves and then unleashing a bolt of lightning at a single target. The lightning causes 4D6 lightning damage on a failed DC 14 Constitution saving throw, or half damage on a success. The globe can be used three times daily and recharges at dawn.</p>
5	<p>The Sticks of Illumination are thick flexible transparent tubes filled with a greenish liquid. They are roughly six inches long and one inch thick. The package contains six.</p> <p>When a stick is vigorously shaken for one round, it creates a greenish light for four hours. The stick sheds bright light in a 15-foot radius and dim light for an additional 15 feet. After the four hours pass, the light extinguishes itself, and that particular stick needs 24 hours to recharge before it can be used again.</p>
6	<p>The Ball of Glowing Algae is a clear glass ball filled with a type of algae that glows with a faint golden light. The glass is very strong and cannot break.</p> <p>When the ball is shaken, it becomes ten times bright than the midday sun and will blind anyone within 30' on failing a DC 14 Constitution saving throw. Those blinded regain their sight at the end of their next turn. If anyone closes their eyes when it is shaken, they are unaffected.</p>
7	<p>The Magnet of Repulsion is an interesting rectangular box measuring 8"x4"x4". It is made from varnished maple and has a tin hand crank entering its side.</p> <p>An action can be taken to vigorously turn the hand crank and point the front of the box at a target. If the target wears any iron, it will be pushed back 20 feet. If the target strikes a wall</p>

	<p>or other obstruction before reaching 20', it takes 2D6 HP bludgeoning damage. If the target has no iron in its possession, nothing happens.</p>
8	<p>The Eggs of Magic Absorption is a collection of six identical egg-shaped objects. Each is covered in a spellcasting circle drawn on it in blood and filled with an unknown liquid.</p> <p>When an egg is smashed on the ground, destroying it, it unleashes a 30' sphere of antimagic (per the spell) that lasts for one minute. The egg can be thrown up to 40 feet and, once used, cannot be used again.</p>
9	<p>The Gum of Stepping is a lemony-flavored bit of chewy tree sap. Its flavor is very delicate but extremely long-lasting.</p> <p>While chewing the gum, the owner can use an action to blow a bubble and, when it bursts, step into the explosion and misty step to a new location. The gum has thirty charges, which becomes a blob of tasteless tree sap when the last charge is expended.</p>
10	<p>The Ceramic Flower of Surprise is a beautiful bright yellow and white daisy with a green stem made of ceramic. There is a liquid-filled rubber bulb attached to the stem.</p> <p>When the rubber bulb is squeezed, it sprays a foul liquid up to 30 feet at a single target. The target must make a DC 16 Constitution saving throw. The target takes 6D8 HP necrotic damage on a failed save, or half as much on a successful save. After each use, the bulb must be refilled with swamp water. This process takes a minute to disassemble, fill, and reassemble the flower.</p>
11	<p>The Playing Cards of the Fates is a standard deck of playing cards: 13 hearts, 13 clubs, 13 spades, and 13 diamonds. The backs of the hearts and diamonds are covered with angels, the others with devils.</p> <p>The one in possession of the deck can shuffle it and deal eight cards each to up to five people. Each person adds up the value of the reds and the value of the blacks. For each person, if the reds are a higher value, the fates deliver a positive message about a future event; otherwise, they provide a negative message about the future. Note: Aces count as one point, and the face cards each count as ten points.</p>
12	<p>The Egg of the Heart's Desire is a goose egg with symbols drawn in black ink. The symbols twist and turn on the eggshell as though they are not happy with where they were drawn.</p> <p>A person can take the egg, think about the future, and then crack the egg. As the egg cracks, the ink runs off the shell into the mess of rotted egg yolk and forms a clear image of that which the person most desires in the next twelve months. The person becomes obsessed with this image and takes whatever steps necessary to move towards possessing that which the image has shown.</p>
13	<p>The Bellows of Disintegration is a small set of bellows made of supple sheep leather in frames attached to two hinged boards with handles. A small nozzle sits in the center of the hinges, and a corked glass bottle filled with charcoal is screwed into the top frame.</p>

	<p>When attuned, the bellows can be aimed at a target up to 60' distant. The target must make a DC 15 Dexterity saving throw. On a failed save, the target takes 4D6+30 HP force damage. If this reduces the creature to 0 HP, it disintegrates into gray charcoal dust. On a successful save, the creature takes half damage and will not disintegrate if reduced to 0 hit points. Alternatively, the bellows can be aimed at an inanimate object and cause 4D6+30 HP force damage and disintegrate all or part of the object. The bottle must be refilled with charcoal dust before it can be used again.</p>
14	<p>The Chalk of the Decoy is a piece of white chalk in a paper sleeve. The sleeve is covered with tiny artistic renderings of various scenes; woodlands, a drawing room in a mansion, a sailing ship on the high seas in a heavy storm, and others.</p> <p>When attuned, the user can use an action to sketch a scene in the air, and it will take on a life of its own for one minute. The effect is equivalent to the major image spell. This ability can be used once daily.</p>
15	<p>The Glitter of Disappearance is a large pouch filled with ten handfuls of gold and silver glitter. Each piece of glitter has a mirrorlike sheen, reflecting and multiplying any light source tenfold.</p> <p>A handful of glitter can be tossed in the air, making all within ten feet of the tosser invisible. Further, the distraction from all the crazily reflecting light affords those invisible creatures a chance to move up to 290 from their current location undetected.</p>
16	<p>The Sand of Dullness is ordinary-looking beach sand stored in a pale green glass bottle.</p> <p>As a reaction, a small portion of this sand can be poured into the and tossed at something sharp up to 10' away. The item instantly becomes dulled. If thrown on a non-magical weapon, it reduces its damage to its base stat (i.e., D6, D8, etc., with no modifiers) and converts the damage to bludgeoning. There is enough sand in the vial for ten uses.</p>
17	<p>The Cube of Dryness is a 2" square cube of what seems to be ice, except it is room temperature and very light.</p> <p>When the cube touches something wet, including the flesh of a creature, it immediately sucks up a quart of water from the source. If tossed at a creature as an action, the water absorption causes 4D8 HP necrotic damage and causes one level of exhaustion. The cube needs 24 hours to dry out before it can be used again.</p>
18	<p>The Feather of Luck is a colorful peacock feather with a luminous eye that seems to stare at everyone nearby.</p> <p>When attuned, the feather communicates what the eye sees to the owner, making it an excellent help in gambling matters. In any game of chance, the owner has advantage on each bet. In battle, the extra situational awareness gives the owner advantage on one attack roll per round and the ability to evade one attack per round as a reaction.</p>
19	<p>The Bullseye Lantern of Radiance is a tin lantern with a blue candle filled with flecks of clear quartz, giving the candle a sparkly appearance in light.</p>

	<p>When attuned, the bullseye lantern gives off a bright beam of light out to 200 feet. Additionally, the owner can use an action to cause one of the crystals to release its energy, transforming the light into a beam of radiant energy, delivering 2D8 HP radiant damage to every creature in its path that fails a DC 17 Dexterity saving throw. The candle has 25 quartz crystal flecks embedded within it.</p>
20	<p>The Knuckle Bones of Servitude is a set of a dozen knuckle bones of various creatures ranging in size from just a half-inch across to three inches across.</p> <p>When tossed on the ground by the attuned owner, the bones assemble into a complete skeletal servant. The servant can be any beast or humanoid shape up to medium size. The servant stays in existence for one hour, and during that time, the owner can guide the skeleton and see and hear through it, making it an excellent intelligence-gathering mechanism. The skeleton reverts to the knuckle bones when the hour passes or the owner commands. It can be used once daily.</p>
21	<p>The Spinner of Weakness is a small box with holes in the front and back and a latch to open the top. Filling the hole in the back is a spinner fan that spins rapidly when one blows on it. The box contains a small dusty gray candle.</p> <p>When the candle is lit, the wielder can use an action to point the box at a target within 20' and blow on the spinner. A cloudy gas emerges from the box and covers the target. If the target fails a DC 16 Constitution saving throw, the target becomes weakened by a ray of enfeeblement.</p>
22	<p>The Fizzy Water of Blinking is a bottle of carbonated, citrus-flavored water with a tight stopper. The inside of the brownish glass is engraved with a formula and various magical glyphs designed to keep the contents properly carbonated.</p> <p>When a player uses an action to take a sip of the water and burps, the player activates the blink spell, which lasts for one minute – the amount of time it takes for the carbonation to leave the player's stomach. The bottle has enough water in it to be used ten times. If the recipe engraved on the inside is read and followed, more liquid can be made to refill the bottle.</p>
23	<p>The Miniature Head of Electrical Hair is a shrunken head measuring just two inches tall. Its hair is sticking out wildly at all angles, like it is in the middle of being electrocuted. A loop on the top of the head with a simple silver chain allows one to wear it as a necklace.</p> <p>The head grants the wearer resistance to electrical attacks.</p>
24	<p>The Bottle of Mournful Wails is a deep black translucent bottle, just transparent enough to see that some motes of energy swirl around inside. The bottle is stoppered with a tightly seated cork.</p> <p>When the cork is removed, the bottle unleashes frightening wails affecting everyone in a 60' radius. One must succeed on a DC 14 Wisdom saving throw or be frightened for one</p>

	minute. If a player attunes to the bottle, the player can protect up to six targets from the wailing effects.
25	<p>The Flask of the Drunken Fool is a tin hip flask with a glass interior and a screw-on cap. The exterior shows a person stumbling away from a red dragon blowing a playful blast of fire.</p> <p>As an action, a person can take a sip of the flask and blow a 15' cone of flame. Each creature in the cone must roll a DC 14 Dexterity saving throw. A target takes 2D6 HP fire damage on a failed save, or half as much damage on a successful one. The flask holds enough alcohol for six sips, and when it is empty, it can be refilled with an alcoholic beverage that ripens into the fiery brew in 24 hours.</p>
26	<p>The Thurible of Clouds is a small vase-like ball with a chain attached to its thinnest portion. The ball is filled with small holes and can be unscrewed to place incense in a central burning cup. The chain is made of silver links with a prayer written on them.</p> <p>A small piece of incense can be placed in the thurible and lit. Then the prayer written on the chain can be recited several times over ten minutes while walking in a circle, forming a cloud with the burning incense. An air elemental appears once the ritual is complete. It is under the summoner's control for 24 hours and then disappears. The thurible can summon just one air elemental per day.</p>
27	<p>The Gourd of Entrapment is a dried gourd approximately 18" tall and 10" across. A hole has been drilled in the center of the widest point and affixed with a small swinging circle of tin to cover it.</p> <p>When the hole is exposed and pointed towards a creature within ten feet, the magic imbued within the gourd attempts to suck the creature into it. If the creature fails a DC 17 Wisdom saving throw, it becomes trapped in the gourd until freed by smashing it. The gourd can hold a maximum of five creatures.</p>
28	<p>The Jewelry Box of Boxes is a portable jewelry box filled with dozens of small boxes on three pull-out trays. Each box measures one-inch square. The main compartment is lined with felt; underneath that, a glyph keeps it and all the small boxes magically charged.</p> <p>Each box operates like a miniature bag of holding, capable of holding an object weighing no more than 20 pounds and measuring no more than a foot on its longest side. When an object is stored in one of the small boxes, the object's image appears on the top cover.</p>
29	<p>The Pouch of Cleanliness is an oilcloth sack with a drawstring to seal it tightly. It holds a thick, slippery liquid.</p> <p>The pouch can be submerged in water and then squeezed while still sealed. A huge fountain of soapy bubbles erupts, quickly filling a 10' cube and cleaning everything in sight. The bubbles disappear after one minute.</p>
30	The Marbles of Casting is a small sack of 30 aggies (marbles made from agate) in a riot of translucent colors. Someone with proficiency with jewelry can see that each aggie has an identical defect in its center.

	<p>An aggie can be removed from the bag and tossed up to 50 feet. As it travels, it grows until it occupies a full 10' sphere. The sphere stays in place where it lands for one minute. While originally created to block passageways or create instant obstacles, it can also be used as a weapon. Anyone in its path that fails a DC 14 Dexterity saving throw takes 2D6 bludgeoning damage. If they succeed, they manage to get out of the way and take no damage.</p>
31	<p>The Purse of Multiplication is a small leather purse with a tin frame that snaps shut to keep the bag closed. The inside is painted to resemble a full collection of coins of all denominations.</p> <p>The purse ensures you will never be broke if you are not too greedy. If you leave a coin in the purse, two of the same type will be found in the bag the next morning. If you leave two, there will be four; if you leave four, there will be eight (the maximum duplication.) However, if you totally empty the purse and leave it empty for more than ten minutes, the magic dissipates.</p>
32	<p>The Bowl of Devouring is a simple soup bowl with a very faint image of an open mouth at the bottom.</p> <p>Formerly used at a butcher shop to get rid of garbage, the bowl eats anything up to one cubic foot thrown into it. It takes one minute for the bowl to consume an item. It can devour anything organic, making it an effective way to remove a messy corpse, even if it does need to be chopped into pieces first.</p>
33	<p>The Mask of the Schnoz is a simple white ceramic mask with an oversized nose. It has a strap in the back to tie it securely.</p> <p>When the mask is placed on someone's face and tied in the back, the mask merges into the skin and gives the wearer the ability to breathe underwater or in poisonous air without ill effect. The mask stays on and operates until removed.</p>
34	<p>The Powder Kit of Attractiveness is a small box containing a powder brush and several sealed jars filled with various colored powders.</p> <p>When the powders are applied to the face with the brush, the person becomes more attractive, enjoying a +2 bump in charisma for the next four hours.</p>
35	<p>The Comb of the Mockingbird is a bone comb constructed from the leg bones of several mockingbirds for the teeth affixed to an ivory shaft.</p> <p>As a bonus action, the attuned wielder can comb the hair and cast vicious mockery. The mockery will always be beauty related. If any other type of mockery is stated, it has no effect.</p>
36	<p>The Eyeglasses of Sidestepping is a set of spectacles with thick clear quartz lenses set in a steel frame. What seems to be a design in gold on the temples is actually a microscopically small script.</p>

	When attuned, the owner can use an action to put on the glasses and see the atoms that make up a solid object like a wall, turn sideways, and step through the object.
37	<p>The Globe of Protection is a glass sphere filled with flakes of silver and gold in a thick, viscous liquid.</p> <p>Using an action, the globe can be shaken vigorously. The shaking causes a 15' diameter wall of force to form around the owner and all in that diameter. The wall of force lasts for one minute as the gold and silver flakes settle back to the bottom of the globe. This power can be used once daily.</p>
38	<p>The Headband of Moderation is a two-inch wide wool headband with rubber bands weaved into it, giving a snug fit to any size head.</p> <p>When attuned and worn, the owner is in a snug cocoon of moderate temperature, no matter the conditions of the environment. Whether it is -50 or 150 degrees, the owner will be quite comfortable and not susceptible to any effects of adverse temperatures.</p>
39	<p>The Spyglass of the Night is a collapsible tube with glass lenses at each end. The exterior is made of tin, and the interior is made of polished gold. The interior is airtight to protect the gold from tarnishing.</p> <p>Anyone looking through the spyglass can see perfectly up to one mile, whether it be midday or the darkest midnight.</p>
40	<p>The Talisman of Hypnosis is a patterned black and white circular disk on a string.</p> <p>When an action is used to spin the disk in front of a creature's eyes, it must roll a DC 16 Wisdom saving throw or fall into a deep hypnotic state. This state lasts for one hour, and the creature will do whatever it is told as long as it does not go against its nature. If the creature cannot understand your verbal or pantomimed commands, it just stands still until the hour passes.</p>
41	<p>The Scaled Egg of the Rattler is a ceramic egg made from hundreds of small interlocking shapes; each painted a mottled gray. If the egg is shaken, you hear the sound of hundreds of tiny beads.</p> <p>The egg can be thrown up to 60 feet. When it hits the ground, it smashes with a slight concussive force that shatters all the beads within. A cloud of poisonous gas immediately spreads, engulfing everyone within 20' of the impact point. Each creature in the sphere must roll a DC 14 Constitution saving throw. A target takes 4D6 HP poison damage and is poisoned for one minute on a failed save, or half as much damage on a successful one.</p>
42	<p>The Golden Scarabs of Dominance is a set of beautiful two-inch long scarabs made of solid gold with emerald eyes. One scarab is embedded in a headband—the other stands by itself.</p> <p>The freestanding scarab can be commanded to sneak up on a creature, enter its ear and crawl into its brain. If the creature fails a DC 16 Wisdom saving throw, the scarab spreads</p>

	its legs throughout the creature's mind, allowing the wearer of the headband to control the creature fully. Whether or not the creature succeeded on the saving throw, the scarab can be recalled at will with no damage to the creature's brain.
43	<p>The Feather of the Ticklish Fever is a rooster's black and red main tail feather. It is covered in a fine dust that strongly sticks to the feather.</p> <p>When attuned, the wielder can blow on the feather and cast the dust up to 20 feet at a target. The target must roll a DC 14 Constitution saving throw. A target takes 2D6 HP slashing damage on a failed save and starts laughing uncontrollably, becoming incapacitated for three rounds, or half as much damage on a successful one.</p>
44	<p>The Dust of the Fertile Grounds is a deep black, dry manure-smelling dust filling a small tin jar. There is a small vine-engraved silver spoon resting on top of the dust.</p> <p>A spoonful of dust can be sprinkled on a 5' square freshly seeded plot and then watered. As the water is absorbed, the seeds sprout and reach full maturity in one minute. The powder works on all types of vegetables, and the jar has enough powder for 30 uses.</p>
45	<p>The Bladder of Endless Chum is a preserved cow's bladder, sewn up and treated so that it is waterproof and has only a single opening which is kept corked. The bladder is quite heavy for its size and sloshes if shaken.</p> <p>If one removes the cork, the bladder can be squeezed, and a large stream of rotted offal, meat, fish heads, and other rotted animal products squirts from it. The chum is an excellent bait for attracting various land and sea-based creatures but can also draw dangerous, hungry wandering monsters. When enough chum has been squirted, the bladder can be recorked. The bladder never empties.</p>
46	<p>The Bottle of Forgotten Memories is a translucent dusty blue onion-shaped bottle with a cork stopper. The bottom of the bottle is blown into the shape of a face, eyes covered in some gauzy material. Hazy motes of darkness can be seen when a light is shone through the bottle.</p> <p>This bottle can take away memories or give memories back. To provide the bottle with a memory, the holder must firmly picture the memory, uncork the bottle and blow into it. The memory will transfer into the bottle and be immediately forgotten. To retrieve a memory, one uncorks the bottle and sucks in a breath of air. A random memory in the bottle will suddenly appear in that person's brain with all its emotional attachments.</p>
47	<p>Rager Berries are very rare mottled green, red berries with tough, wrinkly skin and extremely sour juice.</p> <p>When one berry is ingested, the sour juice transform's the eater's state into that of a raging berserker. For one minute, the eater enters a frenzied rage (per the barbarian class.)</p>
48	The Bone Brush is a toothbrush made with a bone handle and tough bone fibers that have been treated to make their tips somewhat flexible.

	<p>When one brushes the teeth with the bone brush, it is an excruciating affair, tearing the gums and giving the user a bloody smile. The wounds take one hour to heal, and in that time, undead creatures have no interest in that person. The brush can be used once per day per person.</p>
49	<p>The Folding Boat of Frogs is a small wooden box with a picture of lily pads and fat, lazy frogs sitting on them, waiting for their dinner to arrive.</p> <p>When the command word is given (ribbit), the box transforms into a rowboat capable of fitting five people and a small number of belongings. With each pull of the oars, the boat leaps fifty feet over land or water. The rudder in the back can steer the boat to help it avoid land-based obstacles while traveling. The rowboat can travel 200' per round.</p>
50	<p>The Candles of Remembered Locations is a set of black and red candles with cotton wicks. The black candle is wrapped in silver threads, and the red candle is wrapped in gold threads.</p> <p>The black candle can be lit as a 10-minute ritual, its dripping wax used to create a spell circle up to 10' across. When the circle is complete, those wishing to travel step into it, and one person stands in the circle's center, firmly fixes a location in mind, and lights the red candle. The ring activates and teleports everyone within it to the pictured location. The candle's power can be used once daily.</p>
51	<p>The Pitcher of Darkness is a small ceramic cream pitcher with a rustic farmland painting. The bottom of the pitcher and the insides are painted a deep black.</p> <p>When the wielder takes an action to make a pouring motion with the pitcher, inky blackness spills forth and quickly engulfs a 30' sphere in magical darkness. The darkness stays active for one minute.</p>
52	<p>The Eversmoking Wig is made from long curly gray hair sewn into a lambskin skullcap. It is stored in a light gray leather sack.</p> <p>With an action, the wig can be removed from the bag and placed on someone's uncovered head. The heat from the head activates it, and thick billows of almost impenetrable grayish fog pour from the curls. Every round that it is worn after the first one expands the foggy area by ten feet. The fog obscures the terrain until the wig is removed and placed back in its sack.</p>
53	<p>The Canister of Fireflies is a small, tightly stoppered copper can with several holes drilled into the cover. Faint glimmers of light leak from the holes.</p> <p>When the cover is opened, dozens of fireflies leap into the air and fly around. Their frequent bursts of light quickly brighten an area 200' across with dim light. The fireflies return to the can when the person holding it whistles.</p>
54	<p>The Chalk of the Minions is a small box filled with various colored chinks: red, white, blue, and brown. Each piece of chalk is stored in a matching colored slot in the box.</p>

	As an action, a piece of chalk can be removed from the box and used to draw an elemental's image on the wall. The elemental appears in the next round in the initiative order of the person who drew the image. It takes its turn immediately after the person.
55	<p>The Skull of the Rose is a child's skull inked with a climbing rose bush in full bloom. It is stored in a velvet-lined cedar chest.</p> <p>When the skull is removed from the chest and placed on the ground, it emits a rosy perfume, quickly spreading in a 30' sphere. Every creature in the area must make a DC 13 Wisdom saving throw or be charmed for one minute.</p>
56	<p>The Sack of Suspended Animation is a large burlap sack lined with ice-blue dyed silk. It is large enough to hold a medium creature.</p> <p>A medium-sized or smaller creature, living or dead, can be placed in the sack and stored in a state of suspension for up to one year. When the creature is removed, it is in the exact same condition as when it was placed in the bag. Nothing can harm the creature while it is in the bag.</p>
57	<p>The Wand of Duplication is a crooked 2' long cypress stick covered with delicate carvings in a riot of colors.</p> <p>The attuned user can touch any common item with a value of up to 5 GP, and the wand's magic will create an exact duplicate.</p>
58	<p>The Balloon of Eyes is a rubber balloon covered in drawings of eyes. It has a valve that can be filled, and a 200' long string is tied to a ring built into the valve.</p> <p>When attuned, the owner can blow into the valve, converting the air into helium and allowing the balloon to rise. The owner can then unreel the string to let the balloon float up to 200' into the air. For the duration, the owner can use an action to see what the eyes on the balloon sees. When the owner no longer wishes to use the balloon, it must be reeled back in and the helium released through the valve.</p>
59	<p>The Picnic Basket of Plenty is a woven reed box perfectly sized for a picnic for two. Two types of reeds were used in making the box, giving it a natural brown and yellow checker pattern.</p> <p>When the cover is opened, enough place settings and food can be removed from the box to feed 20 hungry people. After eating, all the scraps and tableware must be placed back into the box. The box has a constant weight of ten pounds.</p>
60	<p>The Mask of Chaos is an artistic masterpiece, sculpted and painted to look like several faces occupying the same space.</p> <p>When attuned, any foe within melee range of the wearer is affected by confusion (per the spell) if it fails a DC 17 Wisdom saving throw.</p>
61	The Marble of the Mumbler is a yellow shooter-sized marble with a surprisingly pleasant lemony flavor when placed in the mouth.

	<p>When attuned, the wielder can use a reaction to suck on the marble, identify a target within 30 feet and mumble. The mumbled words come out clearly from the target's mouth. This ability can be used to give confusing orders to enemies, or it can be used to attempt to disrupt a spellcaster by garbling the verbal component of the spell. If targeted at a spellcaster, it has a 50% chance of breaking the spell.</p>
62	<p>The Wig of Many Disguises is a long-haired brown wig. It has thousands of strands of long horse hair sewn into a skullcap. The weavings inside the skullcap are dyed various colors and form a small spellcasting circle.</p> <p>When worn, the attuned wearer can concentrate on a memory of another humanoid and turn into an exact physical duplicate good enough to fool casual acquaintances but not close friends who would be more familiar with the other humanoid's speech patterns and mannerisms. The disguise ends when the wig is removed or the wearer dismisses the disguise.</p>
63	<p>The Faceless Mask is a white pearl mask with no features. The inside of the mask is scrawled with various hieroglyphs in a long-dead language.</p> <p>When the mask is worn, the wearer becomes invisible and stays invisible until the mask is removed or the wearer drops to zero hit points.</p>
64	<p>The Jug of Fortitude is a two-quart ceramic jug painted white on the top and brown on the bottom. It is sealed with a cork and filled with a clear, pungent liquid.</p> <p>A transformation occurs when the jug is uncorked, and the imbiber takes a sip. The imbiber suddenly becomes a bit numb and gains resistance to bludgeoning, slashing, and piercing damage for one minute. The jug has enough moonshine in it for fifteen sips.</p>
65	<p>The Dice of Banishment is a set of two six-sided dice. They are made from hippogryph bones and carefully carved to ensure they roll true.</p> <p>The dice's owner looks at a target and rolls the dice as an action. If the score is above 10, the target is immediately banished. If the score is 5-10, the target must succeed against a DC 15 Charisma saving throw or be banished. If the score is below 5, nothing happens. If the target is banished, it reappears in a safe space close to where it was banished after one minute.</p>
66	<p>The Smoking Pipe of Intimidation is made of meerschaum, and the bowl is carved to resemble a hobgoblin that just had a very bad day.</p> <p>When the owner uses an action to take a puff from the pipe, the owner's visage becomes extremely ugly and fierce. The owner can then attempt to intimidate a single target. The target must roll a DC 18 Wisdom saving throw or be intimidated.</p>
67	<p>The Rabid Skull is a browned hyena skull with metalwork in the cranium cavity to hold a small pure black candle. The inside is also painted black with red splotches.</p>

	<p>As an action, the attuned owner can light the candle in the skull. It will float in the air. After that, the owner can use a bonus action to have the skull attempt to bite a target. It is considered a melee attack and has a +6 to hit. If it hits, it causes 3D4 HP piercing damage, and the target must roll a DC 14 Constitution saving throw or be diseased. If the target fails the roll, it takes an immediate 1D4 HP damage and another 1D4 per round until cured. The skull can fly for one minute.</p>
68	<p>The Wand of Weight is a light rod carved from a piece of pumice. The little pits in the pumice have been filled with various colored powders, and the entire thing has been varnished to keep everything in its place.</p> <p>As an action, the attuned user can triple the weight of any single target within 60 feet. This extra weight is the equivalent of having been affected by a slow spell with the additional feature of no longer being able to jump or climb.</p>
69	<p>The Astrolabe of Projection is a brass astrolabe at the base of a globe depicting the world. The globe sits on a small stand with a holder for a small candle. The entire device is stored in a one-foot square felt-lined box.</p> <p>When the candle is lit, it heats the astrolabe causing its gears to turn until it identifies the owner's current position. A small light shows up on the globe to mark where the owner is currently located. The owner can then trace a path to another point on the globe, and it will project a map in the air and give travel times to various waypoints.</p>
70	<p>The Tongue of Languages is a withered ancient blue dragon's tongue affixed to an unusual clockwork mechanism and mounted in a glass sphere.</p> <p>The device can be pointed to any document, even a magical one. On command, it will then read the document in the chosen language. It only has a facility with written works, not verbal translations.</p>
71	<p>The Pinwheel of Colors is a small windmill-like device with different patterned scooped blades affixed to a single pole. When it is blown, it creates a beautiful kaleidoscope of colors.</p> <p>When attuned, the owner can use an action to blow the pinwheel and cause a color spray to be cast per the spell.</p>
72	<p>The Pebble of Sympathetic Throwing is a tiny, ordinary-looking pebble with a single symbol covering its entire surface.</p> <p>When attuned, the user can use an action to pretend to throw the pebble at a target up to 30' away. Nearby gravel, dust, and stones rise, forming a large boulder that hurls towards the target as a ranged attack. If it hits, it causes 3D8 bludgeoning damage.</p>
73	<p>The Soap of Endless Suds is a regular-sized bar of soap smelling of sage, lavender, and rosemary. It has a symbol for water on one side and earth on the other.</p>

	<p>When tossed into the water by an attuned user, the soap immediately foams up, creating huge bubbles. The bubbles quickly form into a frothy water elemental. If tossed on the ground, water gushes out, softening the earth, creating a muddy earth elemental. The elemental is under the user's control and disappears after one minute.</p>
74	<p>The Goblet of Leonie Flight is a beautifully burnished silver goblet with a griffin and rider in flight high above the earth.</p> <p>When the goblet is filled with wine and then drunk, a griffin is summoned and serves as a loyal steed for four hours.</p>
75	<p>The Blanket of Endless Dreams is a woven work made of rough cotton with its threads colored to build a picture of a perfect spring day in a meadow with someone sleeping on a tree on the top of the hill.</p> <p>When the blanket is draped over a creature, it will sleep soundly until the blanket is removed. If the creature is left in this sleep state for more than four days, it will die.</p>
76	<p>Vortex is an egg with interleaved bands of black and white stripes covering its surface. Each band begins and ends with a red dot.</p> <p>When tossed on the ground up to 50' away as an action, the magic collapses the floor in a 20' radius. It begins twirling and sucking all matter in that region to a void of nothingness. Each creature in the radius must roll a DC 15 Dexterity saving throw. A target vanishes into the void on a failed save, or takes 4D8 bludgeoning damage on a successful one. The egg is destroyed when used.</p>
77	<p>The Fool's Chest seems to be made of solid gold but is gold-plated lead. It has a latch that is unlocked, making it easy to open.</p> <p>The chest is generally used as a trap to weaken foes before the main attack. When it is opened, it unleashes a whirlwind of acid that immediately extends 20' from the chest in all directions. Any creature in that whirlwind takes 4D8 acid damage and 3D6 bludgeoning damage from the wind.</p>
78	<p>The Cheese of Foul Passage is a wheel of a particularly smelly Limburger-type cheese. It is quite creamy and can be spread as thin as a sheet of paper.</p> <p>When it is spread on a wall, a portal opens to the nearest open space more than 20' away. It stays open for one complete round and allows as many as eight creatures to pass through it before closing. The wheel of cheese is large enough to create ten portals.</p>
79	<p>The Click Clack Bones are the skulls of several small, very noisy dogs. Each skull is painted with an elaborate tattoo, with the same pattern but different colors.</p> <p>The skulls can be placed on the ground and given the command word "Guard!" They will actively watch a 50' radius area around the one who issued the command until recalled by the command word "Sleep!" If they notice any potentially dangerous creature, they will start barking furiously with overloud, high-pitched barks.</p>

80	<p>The Snuff of Burnt Nostrils is a powder from saltpeter, sulfur, and hot peppers stored in a small tin box.</p> <p>Snorting the snuff as an action creates an immediate fire hot sneeze in a 10' cone. Each creature in the cone must roll a DC 12 Dexterity saving throw. A target takes 2D6 HP fire damage on a failed save, or half as much damage on a successful one. The tin has enough snuff for 25 uses.</p>
81	<p>The Skullcap of Dullness is a double-layered silk cap with a thin, flexible sheet of tin between the two layers.</p> <p>When worn, it protects the wearer against all attempts at mind reading and gives resistance to psychic attacks.</p>
82	<p>The Red Tin of Leeches is a small copper box with six small open compartments. When opened, one sees a pair of tweezers lying over the six compartments. Each holds a desiccated leech. The inside top part of the box shows fat leeches on a person's arm.</p> <p>When the leeches are placed on a wounded person with the tweezer, they weakly attach to the skin and start sucking blood. As the blood is removed, the leeches inject healing energy into the body. Each sponge can heal the person by 1 HP per round for up to three rounds. Once they are full, they detach lightly until removed with the tweezers and placed back in the box. They are ready to be used again the next morning.</p>
83	<p>The Mummified Finger of Paralyzation is a withered ring finger from an ancient, seemingly humanoid being. It measures eight inches long and has a razor-sharp fingernail.</p> <p>If the owner of this oddity uses an action to attack a target successfully, the finger will cause 1D4 slashing damage and become paralyzed if it fails a DC 16 Constitution saving throw.</p>
84	<p>The Snowshoes of Crossing are large wooden frames strapped with several strips of elk leather to form a base to hold a shoe or boot. The entire frame is carved to show people ice fishing on a lake.</p> <p>One can step on water and have it instantly freeze in a 10' radius when worn. It stays frozen for five minutes. Each step extends the ice, making this an excellent way to cross a watery expanse.</p>
85	<p>The Rose of the Negotiator a gold-plated red rose with a short, pinned stem to allow it to be worn on a collar or breast.</p> <p>The rose confers a +2 charisma boost for ten minutes to whoever wears it.</p>
86	<p>The Candle of Divine Solutions is a bright orange and gold candle with several symbols of power carved into its sides.</p>

	When lit, the owner can ask three questions and get true answers from the aether. The answers will be 100% accurate but may be cryptic and make no sense. The spirits can only see one week into the future.
87	<p>The Cubes of Refreshment are a set of three clear one-inch quartz cubes that feel cool when touched. They are stored in a small cloth bag.</p> <p>When a cube is added to a cup of water, it transmutes into the cup holder's favorite beverage.</p>
88	<p>The Beads of Chaotic Creation is a small bag filled with 20 beads. Each bead is a slightly different shape and color, but each has a red dot on the bead's top and a black square on its bottom.</p> <p>When a bead is tossed to the ground, it immediately transforms into a random beast of CR one or less, under the control of the person who holds the bag.</p>
89	<p>The Ear of Private Thoughts is an ear-shaped mask shaped to be placed over one's ear. It has a small ear trumped painted on its ear lobe.</p> <p>When the ear mask is placed on the owner's ear, it can detect thoughts of any target within 30' per the detect thoughts spell.</p>
90	<p>The Pouch of the Marsupial is a round pouch that straps across one's belly. It is made from soft cotton cloth and has a bone button on its center to secure the pouch's flap.</p> <p>The pouch is a magical space that can hold up to 100 pounds of materials while retaining its flat shape. Once the pouch is removed from the belly, it immediately bulges out based on what is inside. Unlike a bag of holding, one can open the pouch and see what is stored within.</p>
91	<p>The Bag of Misplaced Items is a medium-sized burlap sack with a rough cotton lining. It has a drawstring to keep it closed and a strap to carry it over the shoulder.</p> <p>Misplaced items often end up in an odd, unused dimension. The sack is an access portal to this dimension. Reaching in and pulling out an object is always a surprise. It could be something as simple as a fork or as valuable as a diamond ring, or even a minor magic item that gets found.</p>
92	<p>The Purse Set of Far Talking is a set of two small leather coin purses. The frame is made from entwined silver and brass and clasps tightly together when closed.</p> <p>The purses allow communication over any distance while both are on the same plane. The initiator places a coin in the purse. The coin activates the magic and causes the purse on the other end to vibrate until it is used. With both frames open, the two purses allow ten minutes of communication before another coin needs to be inserted.</p>
93	The Urn of Ghastly Surprises is a bone ash-filled iron canister with a screw-on cover. It is painted with ghostly visages.

	<p>When attuned, the owner can use an action to roll a D20 and unleash a shadow (1-13), a wight (14-18), or a wraith (19-20). The summoned creature is under the owner's command and will serve for one minute before returning to the urn. Only one creature a day can be summoned.</p>
94	<p>The Mask of Birds is a finely feathered ceramic mask. Most of the feathers are light gray, but the feathers around the eyes are jet black.</p> <p>When worn, it gives the wearer the eyes of an eagle, allowing the wearer to see up to one mile without difficulty and see fine details at distances of up to 100 feet.</p>
95	<p>The Horned Cauldron of Impishness is an iron pot with a base that resembles demon horns.</p> <p>The horns start glowing and reveal arcane symbols when the cauldron is filled with a mixture of spices, bones, and blood and then heated. After the ingredients boil for ten minutes, 1D6 imps pop out of the "stew" and obey the commands of the cook for 24 hours, after which they become free agents.</p>
96	<p>The Sphere of Knowledge is a black ball approximately six inches across. It has a small, transparent window filled with thick green liquid with several blocks floating in it.</p> <p>The sphere can be asked a question three times per day, shaken, and then waiting for a block to rise to the window to share the answer. It can offer the following, sometimes cryptic answers: it is certain, it is decidedly so, without a doubt, yes definitely, you may rely on it, as I see it, yes, most likely, outlook good, yes, signs point to yes, reply hazy, try again, ask again later, better not tell you now, cannot predict now, concentrate and ask again, don't count on it, my reply is no, my sources say no, outlook not so good, or very doubtful.</p>
97	<p>The Butterfly of Spying is a mechanical butterfly painted in a mottled pattern matching the walls of most dungeons. It has a small key inserted in its back to wind it up.</p> <p>When attuned, the butterfly can be wound up, giving it thirty minutes of flying time. It then flies under the mental control of the wielder and transmits everything it sees directly to the wielder's mind. It has darkvision.</p>
98	<p>The Soap of Greasiness is a heavy bar of soap made of lard, lye, and various herbs and oils to help it make an effervescent coating of suds when applied.</p> <p>When applied, the suds lighten the user enough that walking on water is possible. The effervescent nature of the sudsing action keeps the user adequately coated for one hour of walking on water or other wet surfaces such as mud or swamp lands.</p>
99	<p>The Wand of Air Depletion is made from a cobalt rod permeated with many tiny holes.</p> <p>When used as a reaction, it can be pointed at a just unleashed fire-based spell and absorb all the oxygen around the spell, extinguishing it. The effect is similar to counterspell, except it stops any fire-based spell regardless of level. It can be used three times daily and recharges at dawn.</p>

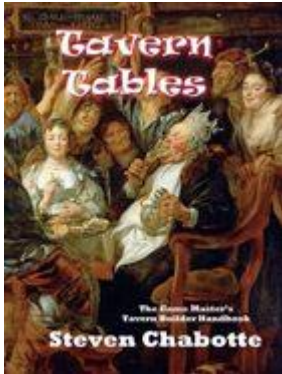
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The **Cricket of Finding** is a three-inch clockwork cricket. It has a small key that is used to wind up the gears.

When activated, the cricket is energized for two hours. During this time, it searches the surrounding area for treasures and reports back when one is found. If it is not successful, it returns before it powers down. Once it finds a treasure and informs the party, it can lead them to the location. It is designed to travel no more than 500' from its starting point and to ignore any treasures it thinks are worth less than ten gold pieces. When it sets off, it memorizes its starting point and returns to the same place.

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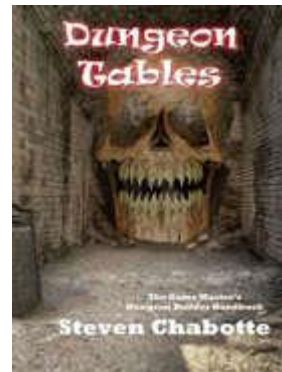


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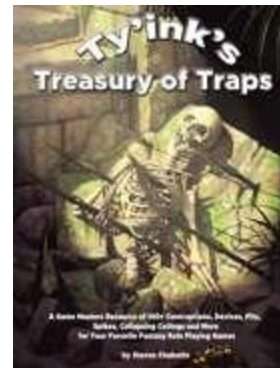


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